

Figure 1

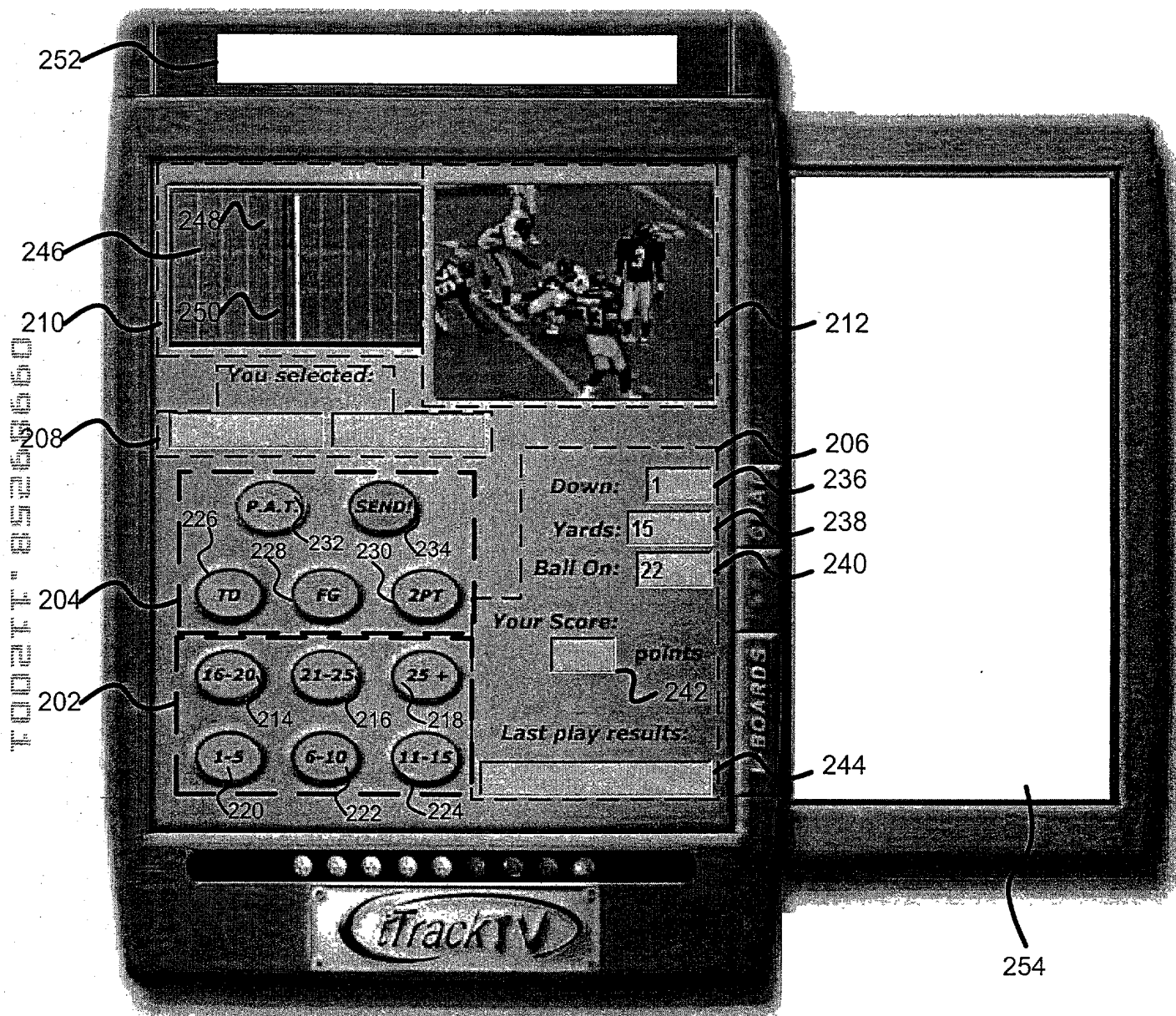


Figure 2

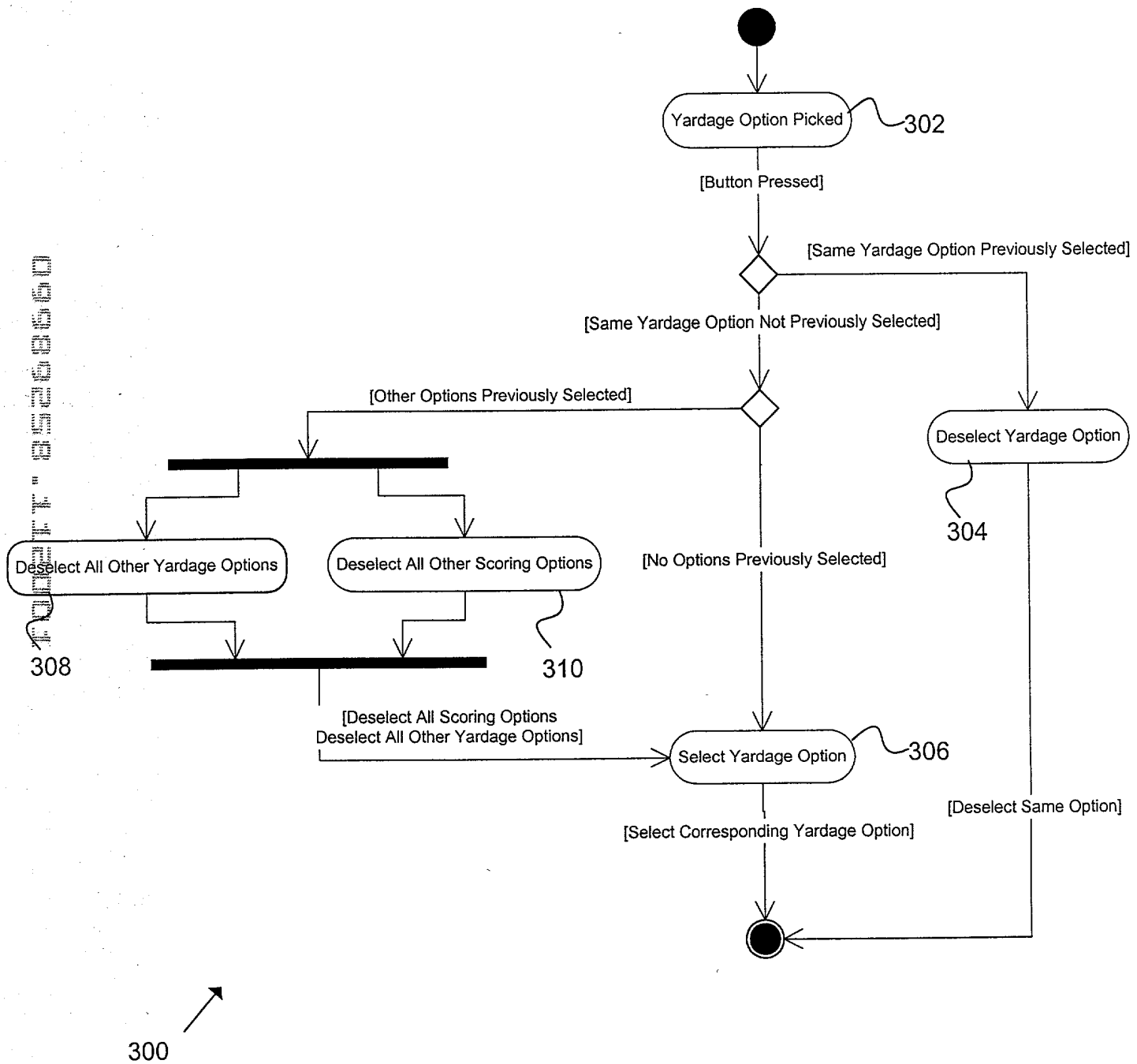
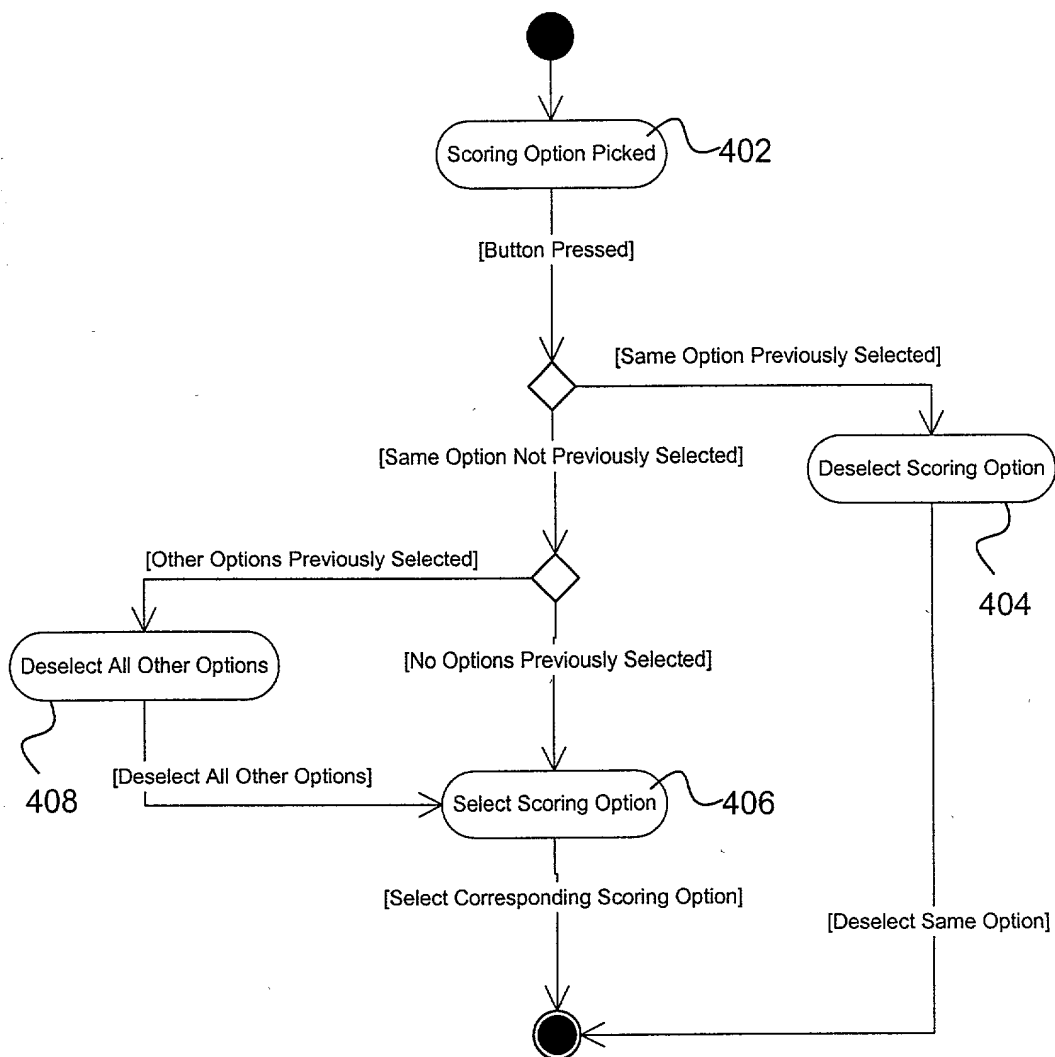


Figure 3

FIG. 4



400

Figure 4

FIG. 5

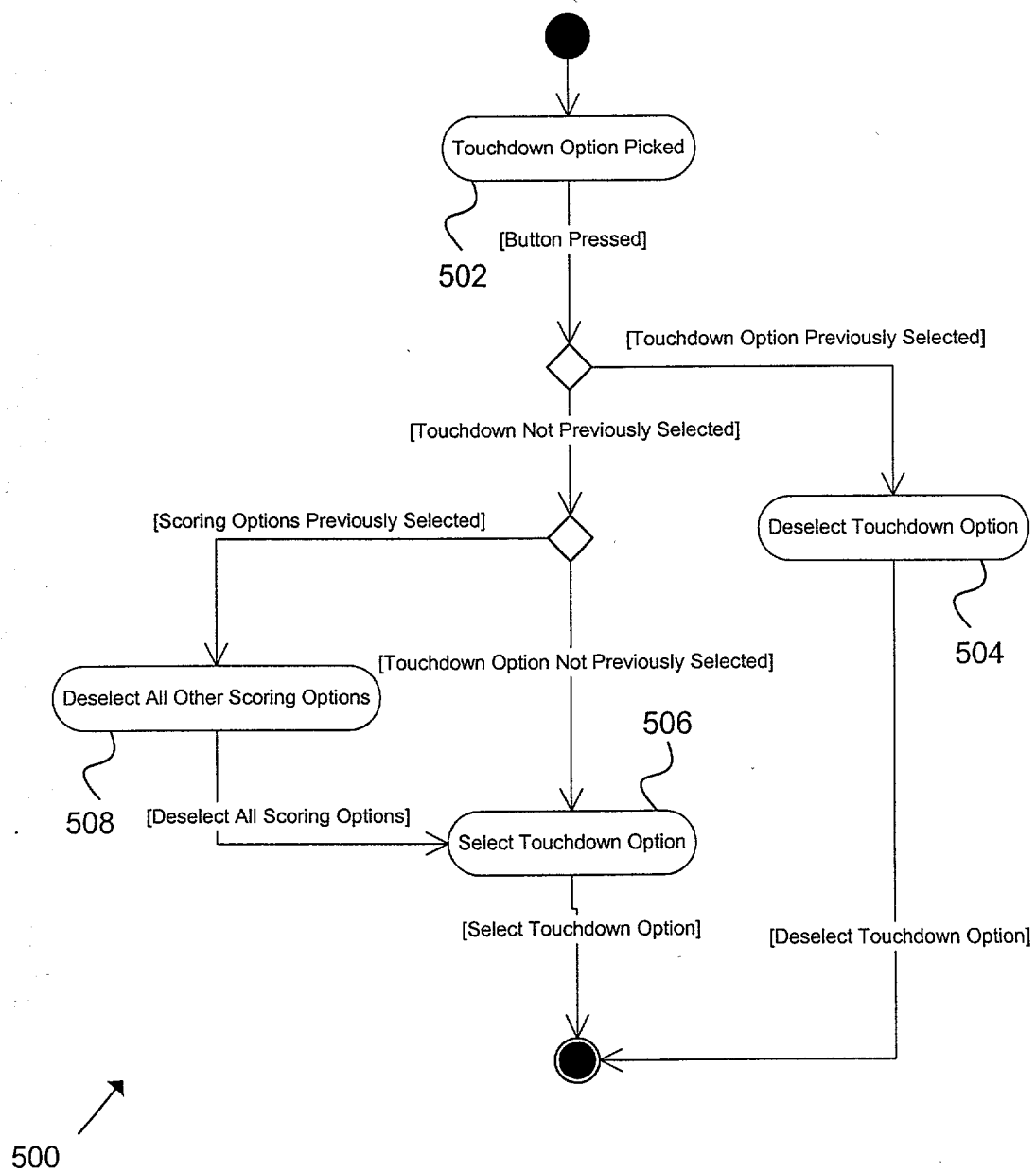
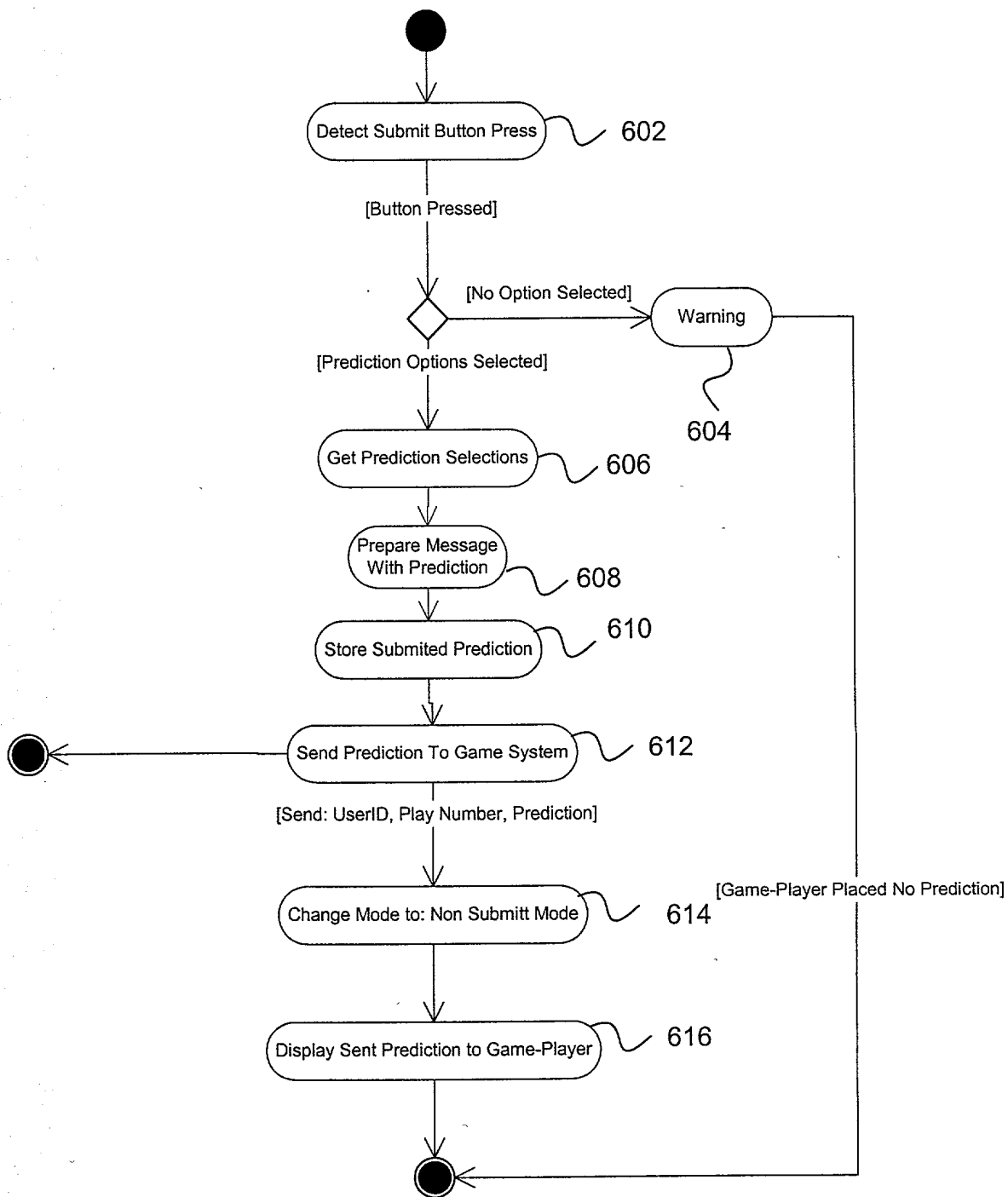


Figure 5

FIG. 6



600

Figure 6

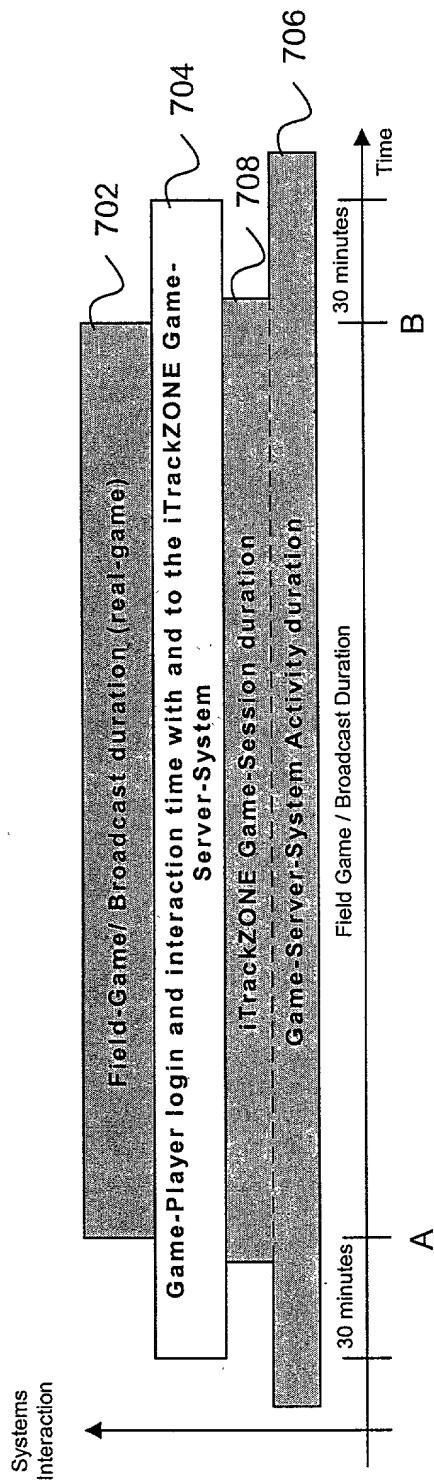


Figure 7

700

Flow Of Events	Filed Team C	Filed Team D	iTrack Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
Over 30 minutes prior to game-session	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive
0 to 30 minutes prior to game-session	Inactive	Inactive	Logs In	Active Game State	Inactive	Inactive	Selects Field-Team C and Logs In	Inactive	Selects Field-Team B and Logs In	Inactive
(Coin Flip) Team C Kicks off the game-session Starts	Defensive State	Offensive State	Selects Team D - Sends START	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result 1	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
Play2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
Play 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result3	Offensive State	Defensive State	Selects Team C - Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
Play 4	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
THE ABOVE STATES, MODES AND ACTIONS WILL CONTINUE THROUGHOUT A STANDARD GAME DURATION AND MAY CONCLUDE WITH THE FOLLOWING SAMPLE:										
Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
Play #+1- Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
Result #+1- Clock is stopped	Inactive	Inactive	Sends Result Only - Game Stop	Game Stop State	Inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
Game Over	Inactive	Inactive	Logs Out - Inactive	Game Stop State	Inactive	Game Over	Logs Out - Inactive	Inactive	Logs Out - Inactive	Inactive
Game Over	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive

Figure 8



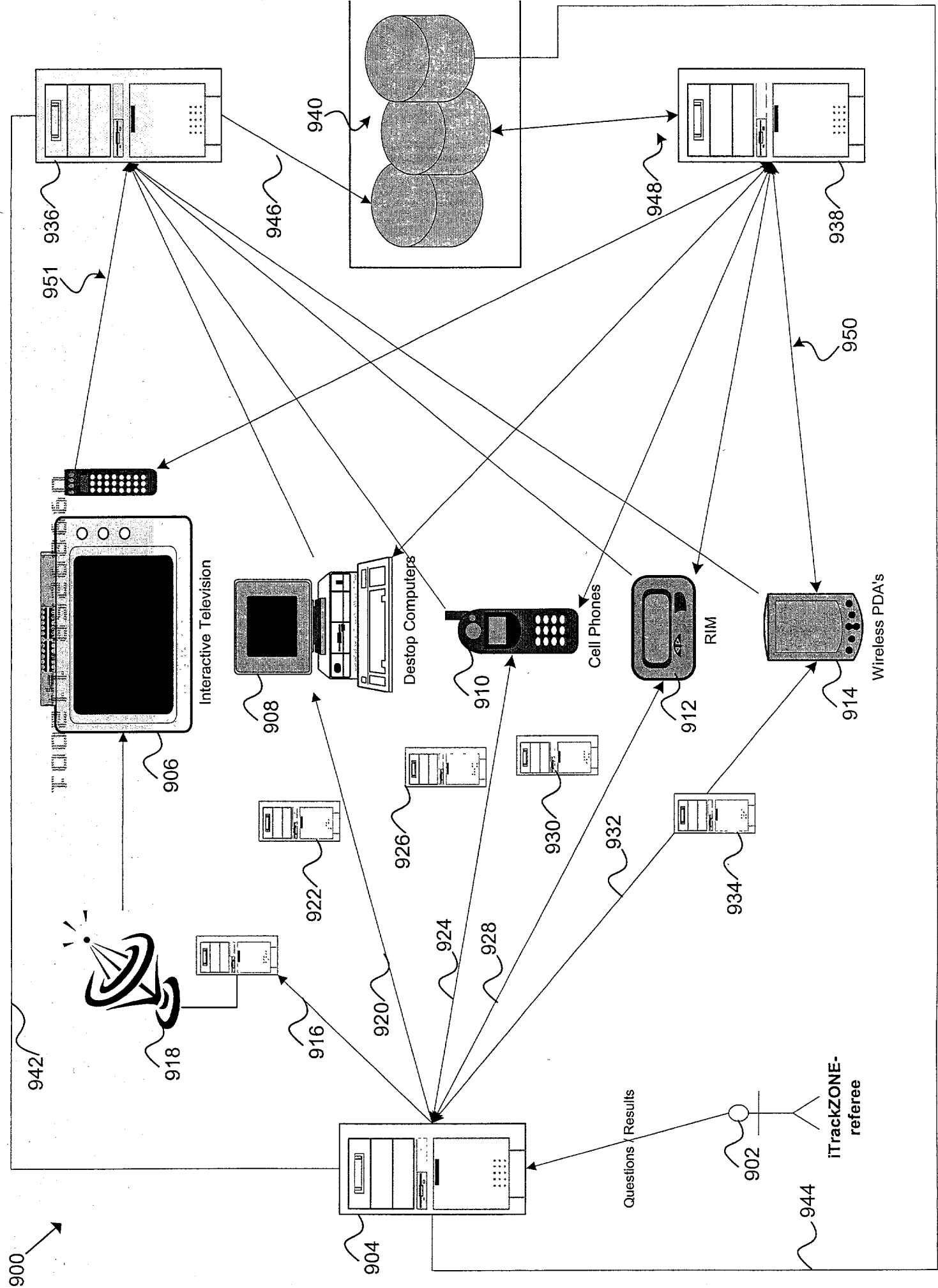


Figure 9

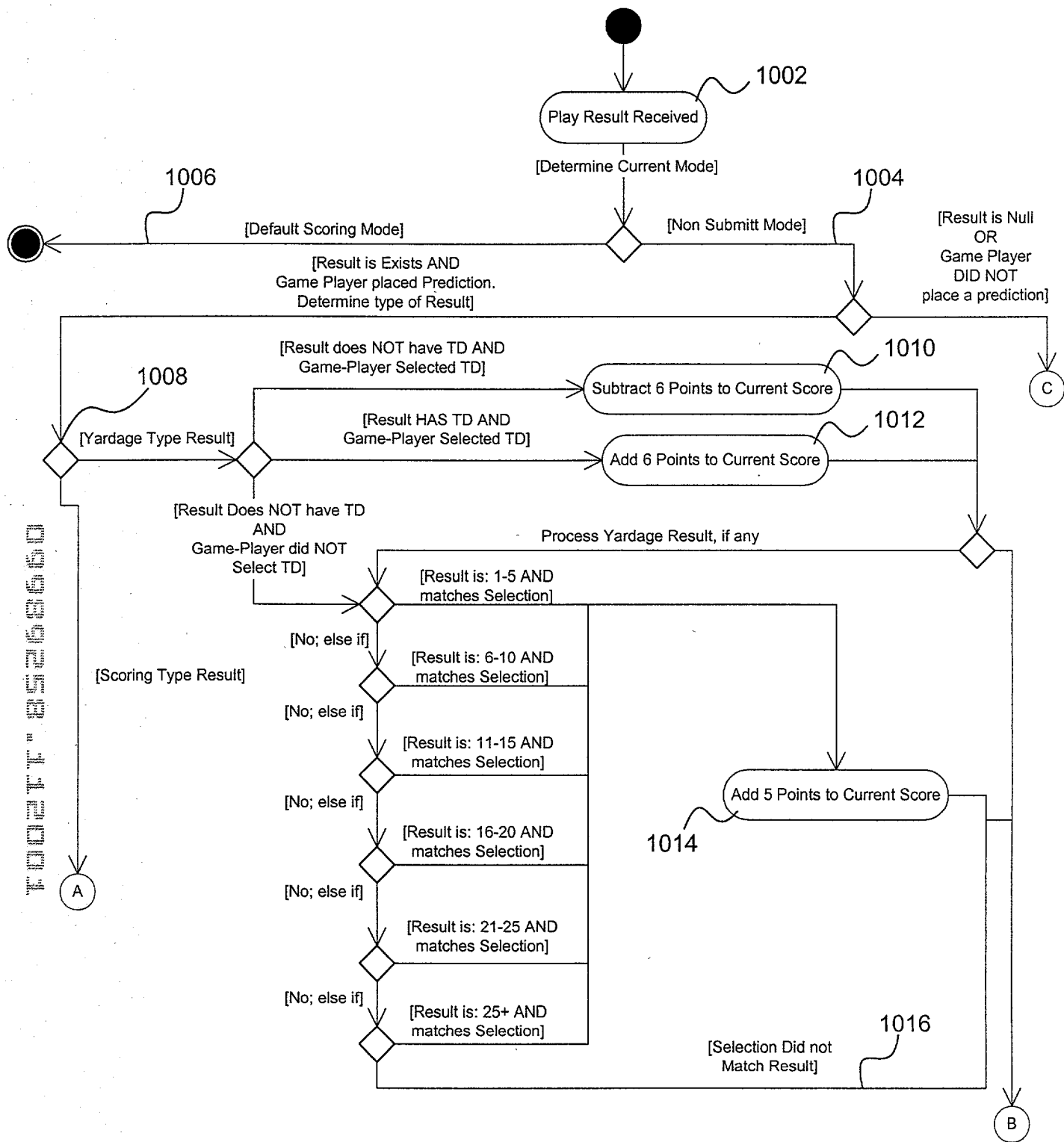


Figure 10A

1000

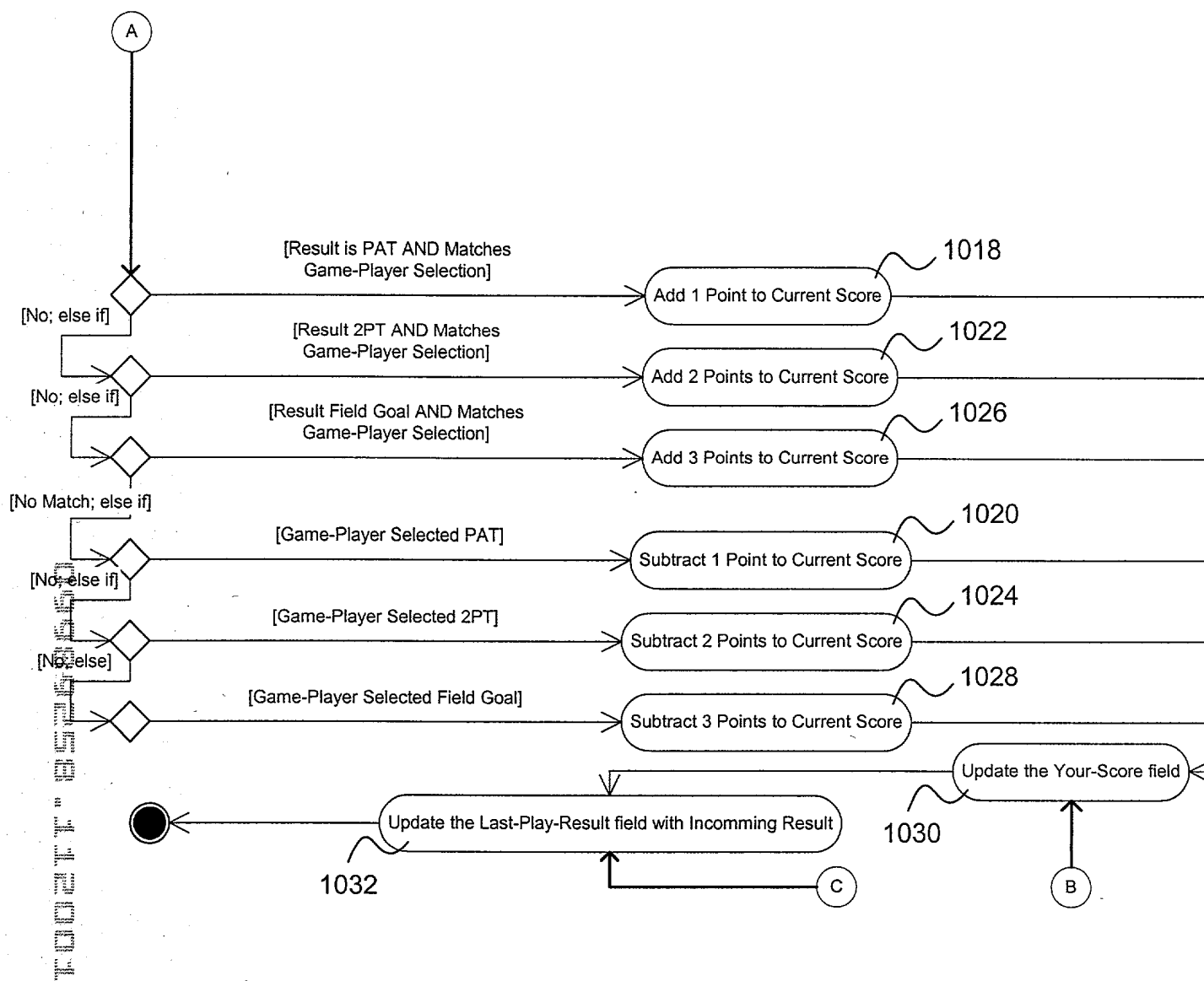


Figure 10B

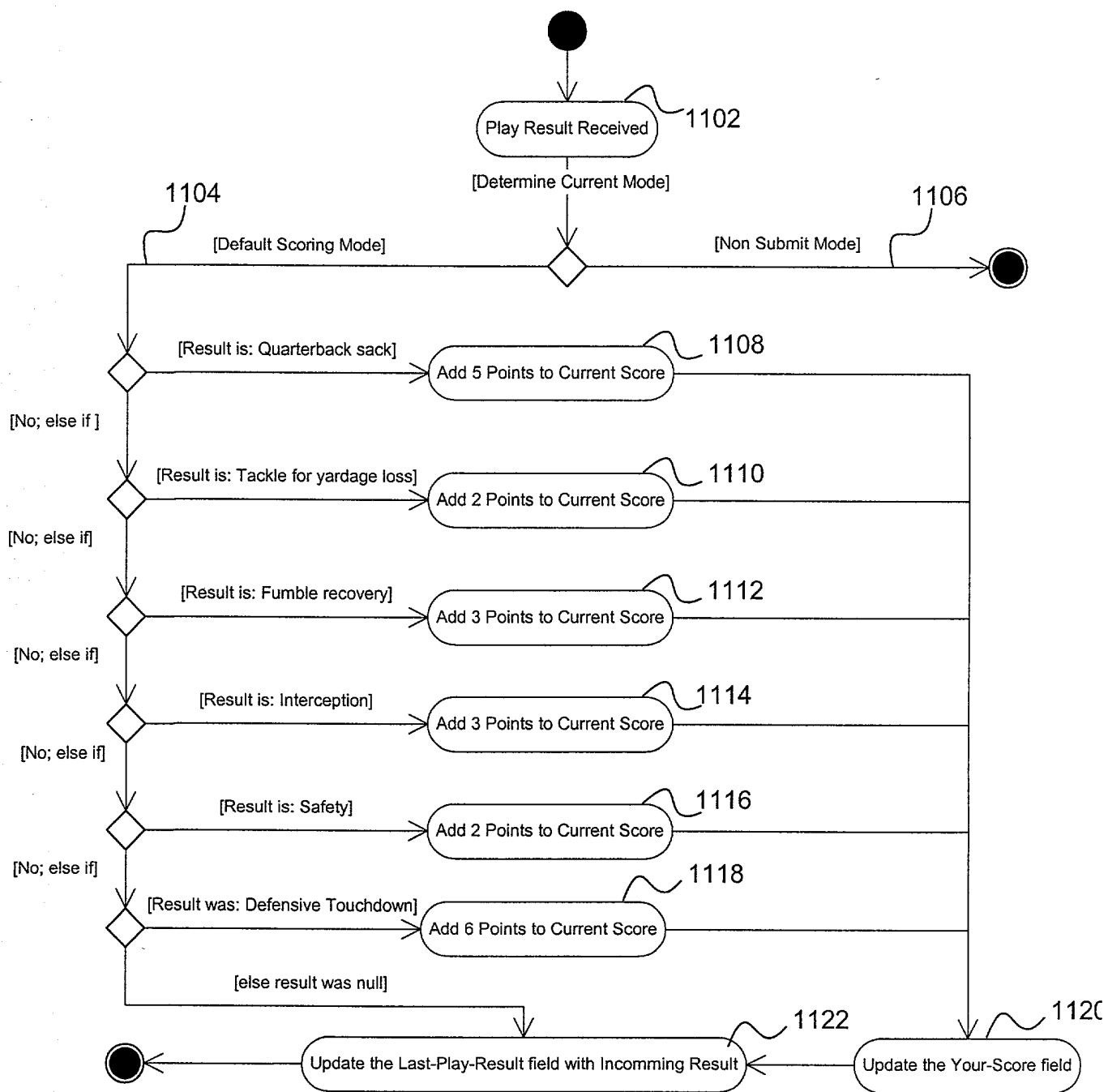


Figure 11



1200

Figure 12